



PAL

CRASH BANDICOOT WARPED



NAUGHTY DOG



UNIVERSAL
INTERACTIVE STUDIOS
www.universalstudios.com



PlayStation®

INSANE DR. NEO CORTX has recruited **N. Tropy**, Master of Time, in another mad attempt to take over the World. Crash Bandicoot is ready for them, helped by his sister, Coco and their friend Aku-Aku. But Cortex has another surprise! He's unleashed an Evil from the dawn of creation - Aku's twisted twin, **UKA-UKA!!!**



■ All-new animations - Super leaps, spins, body-slams, AND a laser-guided bazooka!

■ Ride a jet-ski, motorbike, submersible and Bi-Plane or hitch a lift from a tiger and a baby T-Rex!

■ New "Time Trial" mode - replay levels in a frantic race to the finish!

■ Join Crash in a chase through time - explore prehistoric swamps, Medieval villages, Egyptian tombs, oceanic depths and far into the future!

**CRASH IS BACK
- JUST IN TIME!**

UNIVERSAL

UNIVERSAL
INTERACTIVE STUDIOS
www.universalstudios.com

NAUGHTY DOG

DUAL SHOCK™



"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

PS is a trademark of Sony Corporation.

Crash Bandicoot 3: WARPED™ & © 1998 Universal Interactive Studios, Inc. All rights reserved. www.universalstudios.com
Source Code © 1996, 1997, 1998 Naughty Dog, Inc. All rights reserved.

FOR HOME USE ONLY. Unauthorized copying, adaptation, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Sony Computer Entertainment Europe.

COMPACT
disc

For Ages - Pour Ages - Para Niños - Für Kinder - For Kids

3-10 ✓

11-14 ✓

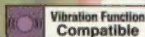
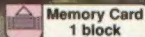
15-17 ✓

18+ ✓



COPYRIGHT © 1998, EUROPEAN LEISURE SOFTWARE PUBLISHERS ASSOCIATION. ALL RIGHTS RESERVED

www.playstation-europe.com/crash3



This software is only compatible with hardware displaying "PAL" and PAL



7 11719 75852 5

PlayStation and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

PlayStation and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. www.universalstudios.com. Sony Code © 1998, 1999 Naughty Dog, Inc. All rights reserved. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, re-sale, arcade use, broadcast, cable transmission, public performance, distribution or extension of the product or any trademark or copyright mark that forms part of this product are prohibited.

SCES-01420



PAL

COMPACT
disc



UNIVERSAL
INTERACTIVE STUDIOS
www.universalstudios.com

NAUGHTY
DOG

SONY



Published by
Sony Computer Entertainment Europe.
Made in Austria.



CRASH
CANDICORN
WARPED

ENGLISH

SETTING UP

Set up your PlayStation® according to the instructions in its Instruction Manual. Insert the CRASH BANDICOOT 3: WARPED™ disc and close the disc cover. Turn the PlayStation® ON at the POWER button. It is advised that you do not insert or remove peripherals or Memory Cards once the power is turned on.

PLEASE NOTE: All screenshots for this manual have been taken from the English version of this game. Some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

MEMORY CARDS

CRASH BANDICOOT 3: WARPED™ lets you save games at their current level of play onto Memory Cards, and resume play on previously saved games. You will need one free block on your Memory Card - make sure there are enough free blocks on your Memory Card before commencing play. See the section on 'Saving & Loading Games' later on in this manual for more information.

HURRY UP, I WANNA GET STARTED!!!

We suggest you should read this manual all the way through. Even if you've played the previous adventures of Crash Bandicoot, there's so much new stuff you'll need some help. But if you're going to get impatient and rush straight in here's what you need to know to get started.

Once you've seen the opening sequence (great isn't it?!), you'll come to the Title Screen and Main Menu. Here you'll find the following options:

NEW GAME: No surprises here, this is where you can start a new game! Use the UP or DOWN directional buttons to highlight this option and press the **X** button to select it.

LOAD GAME: If you have a previously saved game on a Memory Card (and provided you have that Memory Card inserted into Memory Card slot 1) you'll be able to get straight to the point you left off. See the section on 'Saving & Loading Games' later on in this manual for more info.

LANGUAGE: Use the directional buttons to choose a language (or just leave it as ENGLISH if you want).

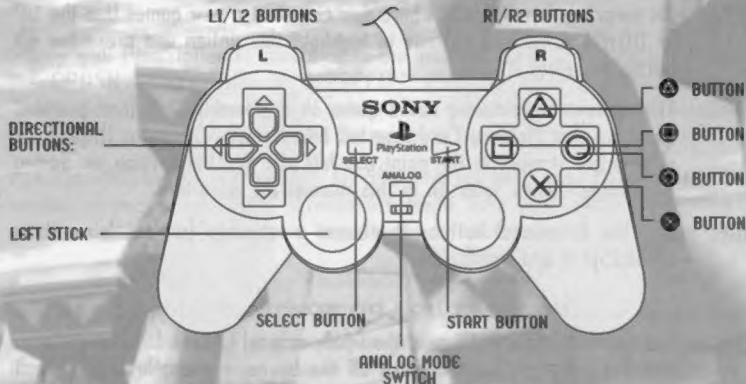
SO WHAT DO I DO NOW?

Did we mention that you should REALLY read the whole manual? There IS a lot to learn this time round, but basically you need to bash all the boxes in every level to collect crystals, gems and relics. This will open up other levels and allow you to defeat Dr. N. Cortex and his army of monstrous misfits.

Now will you PLEASE read the manual? It's really good, honest!

CONTROLS

CRASH BANDICOOT 3: WARPED™ can be played using the directional buttons or the left stick if you are using an Analog Controller (**DUAL SHOCK™**). When using the left stick, ensure the analog mode switch is on (the LED will light up Red). Your Analog Controller (**DUAL SHOCK**) should automatically select this mode as its default when playing **CRASH BANDICOOT 3: WARPED™**. The vibration function of the Analog Controller (**DUAL SHOCK**) can be toggled on or off in the options menu, which is accessed from the Pause menu (see the 'Options' section further on in this manual).



In **CRASH BANDICOOT 3: WARPED™**, Crash has more moves than ever before! Mastering them and learning where best to use them is the key to defeating the Evil Trio of Dr. N. Cortex, N. Tropy and Uka Uka. Make sure you study them well - the fate of the entire universe is in your hands!

BASIC CONTROLS

START or × button:	Start game/Begin play
START button:	Pause game and open Pause menu
Directional buttons/Left stick:	Select options from menus/move character
△ button:	Show status panel (No. of lives, crystals etc.)
× button:	Jump
× button, then ○ or R1 button:	Belly Flop

⬛ button:	Spin
⦿ or R1 button:	Crouch
Hold ⦿ or R1 button + directional buttons/left stick:	Crawl
Hold ⦿ or R1 button, then ⓧ button:	High Jump
Directional buttons/Left stick + ⦿ or R1 buttons:	Slide
Directional buttons/Left stick + ⦿ or R1 buttons, then ⓧ button:	Super-Slide High Jump!

HANGING

ⓧ button:	Jump up to Grating. Press again to release hold.
⬛ button:	Spin
⦿ or R1 button:	Pull legs up

SWIMMING

ⓧ button:	Fast Kick
⬛, ⦿ or R1 button:	Swim and spin forward

JET SUB

At certain points in the undersea levels, Crash can find a submersible jet-sub. He can use this to uncover boxes entwined in the seaweed, remove obstructions or just shoot away enemies. But be warned - the Jet-Sub is just as vulnerable to attack as Crash himself, so you'll have to be just as careful!

■ button:	Torpedo
○ or R1 button:	Turbo Boost

MOTORCYCLE

× button:	Accelerate
○ or R1 button:	Brake

JET SKI

× button:	Accelerate
× button + directional buttons/ left stick (while jumping)	Flip
Directional buttons/Left stick ← or →	Hard turn left or right

BI-PLANE

Ⓢ button:	Barrel Roll
ⓧ button:	Air brakes
Ⓞ or R1 button:	Machine gun (hold for rapid fire)

RIDING PURA the TIGER & THE T-REX

ⓧ button:	Jump
Ⓞ, Ⓢ or R1 button:	Sprint (Pura the Tiger only)
Ⓞ or R1 button:	Jump off T-Rex

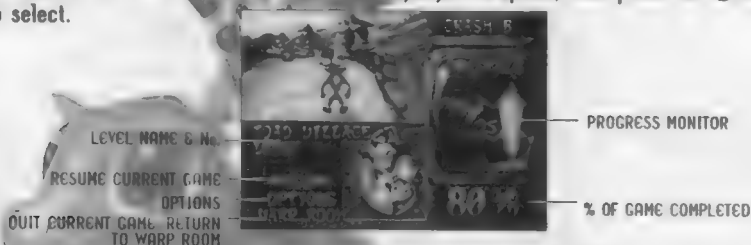
SPECIAL POWER MOVES

Each time Crash defeats a Boss character, he will be rewarded with one of his new Special Power Moves.

Super Belly Flop:	ⓧ button, then Ⓞ or R1 button
Super Double Jump:	ⓧ + ⓧ button (at top of first jump)
Death Tornado Spin:	Ⓢ button (tap repeatedly)
Bazooka:	Hold L2 button, use directional buttons/left stick to aim and Ⓞ button to fire
Crash Dash:	Directional buttons + R2 button

PAUSE MENU & OPTIONS

By pressing the **START** button in-game, you can pause the game at any time and get your breath back. On the Pause screen, you can check your progress through the game and set your gameplay options. To change or select game options from the Pause Screen, use the **UP/DOWN** directional buttons to highlight an option, then press the **X** button to select.








CHECKING YOUR PROGRESS

The Progress Monitor runs in a cycle, showing the number of collected crystals, gems and relics, any special powers gained and the best times recorded on the current level. Press the **△** button to scroll faster through the cycle.



OPTIONS

Use the UP/DOWN directional buttons to highlight OPTIONS on the Pause Menu, then press the  button. This will take you to the first screen of the options menu.

 OPTIONS	Press the  button to open the Sound Options menu.	
	STEREO/MONO:	Press the  button to toggle between Stereo and Mono
	MUSIC VOL:	Use the LEFT/RIGHT directional buttons to raise or lower the volume of the music and sound effects in-game.
	FX VOL:	
	DONE	Return to the Pause Menu
VIBRATION	Press the  button to toggle the Vibration Function of the Analog Controller (DUAL SHOCK) ON or OFF.	
CENTRE	Use the LEFT/RIGHT directional buttons to centre your screen.	
DONE	Return to the Pause Menu.	

Last Episode... Having defeated Dr. N. Cortex and blown his "Cortex Vortex" (Patent Pending) across the sky, Crash, his sister Coco and their Witchdoctor guardian Aku Aku celebrated saving the world once again.

But as we return...



Huge pieces of Cortex's exploding space station hurtle towards Earth. Chunks of metal crash into a tropical mountain

K
A
B
O
O
M

Now an even uglier enemy looms, free again!



It's Uka Uka, Dr. Cortex's sinister boss - that's right, Cortex has someone he reports to!



HAHAHAHAHAhahahahahaaa!
Free at last!

Meanwhile, on another part of the planet, we see Crash and Coco at home, relaxing and playing happily. When suddenly, Aku Aku gets a very strange feeling . . .

No
... it cannot
be! Quickly my
children ...
evil ... great evil
has come!



My
evil twin Uka
Uka has escaped
from his prison. He
must be stopped. I
hope I can count on
your aid, my friends!

Cortex failed to retrieve the crystals and gems (the source of world energy and the key to his diabolical plans) in the last show down against Crash Bandicoot and has made Uka Uka very upset!

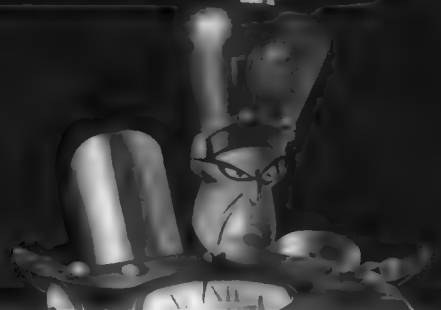
Cortex...You
have failed me twice!

Master...I...It
was the Bandicoot

There
is only one
way for us to amass
the power we need to
enslave this miserable
planet. We will
rule . . .
in TIME!



Uka Uka has recruited an old friend, Dr. N. Tropy to join them



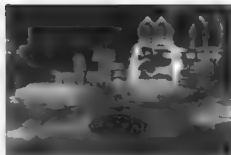
Dr. N. Tropy has created a time machine, the Time Twister, which allows them to travel through time to find the gems and crystals in their original places.

Now it's up to Crash and Coco to beat Cortex once again and foil his evil plans.

Oh yeah....Crash is back and he's ready! With his trademark stride and famous prank-filled gameplay, join Crash and his little sister Coco as they warp into a whole new adventure!



TRAVELLING IN TIME!

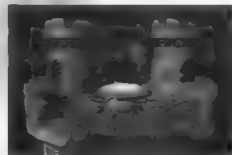


Your warped quest for the crystals begins at the Warp Room, where you can:

- Venture into the past, present or future through the Time Warp portals.
- Access the Save/Load Game Screen.

There are five Time Warp chambers:

- Each chamber has five buttons that open portals to different levels in time.
- After collecting the crystals from all five levels, a sixth button appears, opening a portal to a Boss level.
- The Time Warp chambers transport you one era at a time.



Conquer each level, defeat the army of mutant menaces and unlock the next portal through time.

SAVING & LOADING GAMES

The screen in the central Warp Room is the LOAD/SAVE TV. Guide Crash towards it to activate the LOAD/SAVE system.



SAVING A GAME



CURRENT STATUS

LOAD GAME

SAVE GAME

DELETE GAME

EXIT

Use the UP/DOWN directional buttons to highlight SAVE GAME, then press the **⊗** button. Now highlight one of the four Save squares and press the **⊗** button. Enter the name of your Game Save by using the directional buttons or the left stick and press the **⊗** button to confirm each letter. (Use the Back Arrow to erase letters.). Once you have named your Game Save, use the directional buttons to highlight DONE and press the **⊗** button to Exit the screen. Wait for the file to be updated and the game is saved. Now select EXIT to return to the Warp Room.

LOADING A SAVED GAME

Use the UP/DOWN directional buttons to highlight LOAD GAME, then press the **⊗** button. Now highlight the Save square you wish to load and press the **⊗** button. You will arrive in the Warp Chamber you last entered before saving.

GETTING THE GOODIES

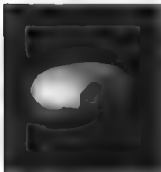
CRASH BANDICOOT 3: WARPED™ is chock-full of things for you to uncover. Some are fairly easy to find, others are so well-hidden you'll have to do really well to get them. Here's a breakdown of your main objectives:

CRYSTALS



Crystals are the most important items in the game. Find all 25 crystals (there's one hidden in every level except the Boss levels) to finish the game. In some levels, you will win the crystal at the end or after completing a specific challenge.

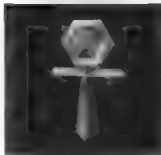
GEMS



Gems are more difficult to find than crystals, but well worth the effort. There are two types of gems:

- Clear gems are your reward for breaking all of the boxes in a level or for completing a secret area.
- Coloured gems are found in special levels and transport you to hidden areas.

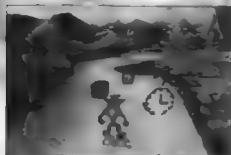
RELICS



Once you've recovered the Crystal from a level, you will gain a new objective. You can now choose to take part in a **TIME TRIAL**. If you beat the time limit you'll win a Relic (See the section called 'TIME TRIAL - How Fast Can You Go?' for more details).

The first five Relics you receive will open up a Secret Warp Room and one secret level. Every five additional Relics you recover will open up another secret level. You must go through these secret levels to get 100% completion of the game.

TIME TRIAL - How Fast Can you Go?

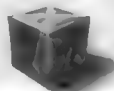


STOPWATCH

After you finish a level the first time, race through it again in TIME TRIAL mode. You can win a Sapphire, Gold or even a Platinum Relic depending on how fast you go. Sapphire is fairly easy, but Gold means you are one speedy bandicoot! Platinum is reserved for only the very best times.

To make a TIME TRIAL run:

- Stand on the level button in the Time Warp chamber. The time given next to the Relic symbol is the time limit you must beat to win a Relic.
- Touch the stopwatch near the beginning of a level to start the timer for Time Trial mode (the Stopwatch only appears once you've gained the Crystal for this level). If you don't touch the stopwatch, you'll play the level in regular mode.
- Speed through the level as fast as you can. If you smash the yellow time boxes, the clock will freeze for however many seconds were given on the box (so if you smash a "1" box, the clock will freeze for one second).
- If you fail to complete the level before the clock reaches 10 minutes, the clock will stop and disappear from the screen.
- In the Time Trial mode, you do not lose lives so you can play through as many times as you like.
- When you finish the level, the NAME screen appears so you can register your best time. If you've beaten the given time limit, you'll get the Relic on your return to the Warp Chamber.



Once you've got your name in lights, challenge your friends to beat your time (though if you practice hard they'll have no chance!!).

Wanted: BANDICOOT Power

Each time you defeat a Boss, a new power is yours for the rest of the game.



Super Belly Flop (X button, then O or R1 button)
Crash's Belly Flop at earthquake power!



Double Jump (X + X button (at top of first jump)
Altitude with attitude.



Death Tornado Spin (press O button repeatedly)
A catastrophe for everything that's not nailed down.



Bazooka (Hold L2 button, aim with directional buttons and
press the O button to fire) A one-bandicoot battalion.



Crash Dash (Hold R2 button)
Supercharged running speed!

WINNING!!

There are two ways to win the game:

1. The Easy Way Out

Just make it through all the levels. When you've collected all 25 Crystals, you win. This isn't easy but at least you can pretend you've "completed" the game (ignoring the fact you'll still have about 60% of it to complete at this stage).

2. GET 100% Warped


(if you pull this off, you are beyond amazing)

You can travel through a level without getting 100% of the treasures it holds, BUT to win the real prize of this warped universe, scour each time zone and dig up everything there is in each level - including the secret areas. Remember, if it doesn't say 100% on the Pause Menu, you ain't finished yet!

HAVE THE TIME OF YOUR LIVES!

You begin the game with four lives for Crash and Coco. To earn more lives:

- Collect 100 Wumpa Fruits.
- Break open a Crash Crate and collect a Crash 1-UP.

If you run out of lives, the game is over and the CONTINUE screen appears. To continue, select YES and press the  button.

BONUS AREAS

Watch for Bonus platforms in any level. Jump onto them to fly to a special bonus area. Run through the bonus area, grabbing everything that isn't tacked down.

Note: You won't lose a life in the bonus areas, but if you die you'll have to restart again at the Bonus platform.

THE STATUS PANELS

Press the **A** button during gameplay to display the Status Panel and check on your progress.

BOXES OPENED/
TOTAL NUMBER FOR
THE LEVEL.

WUMPA FRUIT
COLLECTED.



CRASH LIVES
REMAINING

CORTEX and his BARMY ARMY



TINY TIGER

Unleash this roaring Goliath who keeps hungry lions as pets.

DINGODILE

Half dingo, half crocodile - 100% mean!

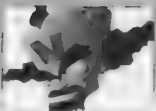


DR. N. (NCFARIOUS) TROPY

A master of time - a minute spent with him seems like a life sentence!

Dr. N. GIN

A bad-tempered wacko. Never disagree with someone with an unexploded nuclear missile stuck in his head.

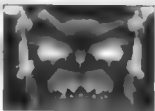


DR. NEO CORTEX

Cortex won't rest until bandicoots are extinct.

UKA UKA

The Big Boss... the rottenest thing in the universe even before Aku Aku locked him up, the years in prison made him even worse. Now he always has time for crime.



That's just Crate!

Sock it to the boxes and collect those hidden goodies like Wumpa Fruit or Power-Ups. Watch out - some may be bad for your health!



Jump on these 5 times to get everything inside.



These boxes are on a timer - if you don't act fast they turn into uncrackable steel.



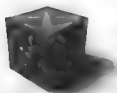
Trampoline-in-a-box.



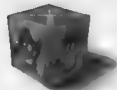
A surprise in every box.



Smack this box and something in the level changes.



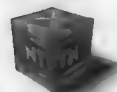
Aku Aku's spirit aids Crash and Coco through their adventure. Collect the masks hidden throughout the game and he will protect you. 1 mask is good for 1 hit point, 2 masks for 2 hit points. Collect three masks for a short burst of invincibility. Once it's finished, you return to 2 hit points.



Get an extra life.



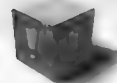
Set a Checkpoint. Lose a life and you'll re-start from this point instead of at the beginning of the level.



Jump on it to light the 3-second delay fuse. Then run away. Spin these and ... BOOM!



Even a simple touch will blow you away, so stay away!



Explodes every Nitro box in the level.

SEARCH THE "WAS" AND DISCOVER THE "WILL BE"

Travelling through time is definitely a warping experience. When Crash and Coco land at the brink of each level, it's anybody's guess what will happen next!

Created and Developed by:

NAUGHTY DOG, INC.

Andy Gavin
Jason Rubin
Bob Rafei
Justin Monast
Charlotte Francis
Stephen White
Greg Omi
Eric A. Iwasaki
Erick Pangilinan
Rob Titus
Joe Labbé
Dan Arey
Malcolm Hee
Daniel Chan
Evan Wells
Morgan

Additional Content Created by:

Soundtrack by: Mutato Muzika, Mark Mothersbaugh, Josh Mancell

Character Design and Art Direction: American Exitus, Inc.
Charles Zembillas

Sound Effects by: Universal Sound Studios
Mike Gollom, Ron Horwitz, Kevin Spears

Vocal Artists

Dr. Neo Cortex: Clancy Brown
N. Gin and Tiny the Tiger: Brendan O'Brien
N. Tropy: Michael Ensign
Dingodile: William Hootkins
Aku Aku: Mel Winkler

Special Thanks: David Baggett, Joe Pearson

Produced and in Association with:
UNIVERSAL INTERACTIVE STUDIOS

Executive Producer: Mark Cerny
Special Thanks to: Paul Rioux, Dana Long, Susan McCready, Michelle Katz

Published by:
SONY COMPUTER ENTERTAINMENT AMERICA

Producer: Grady Hunt
Senior Producer: Perry Rodgers
Sr. Marketing Manager: Ami Matsumura-Blaire
Sr. Public Relations Manager: Molly Smith
VP Marketing: Andrew House
Sr. Director of Marketing: Peter Dille
Marketing Product Specialist: Nemer Velasquez
QA Manager: Mark Pentek
Lead Analyst: Donovan Soto
Asst. Lead Analysts: Ian McGuinness, Andrew Woodworth
Analysts: Nicholas Consolo, Joe Tucker, James Hong,
Shawn Dobbins, Sam Thompson, Christopher Keith,
Ivan Kougaenko, Charles DeLay, Corey Strock,
Ramon Concepcion, Ara Demirjian, Armand Pilotin,
"Uncle" Dave Kinel
Director of Promotions: Sharon Shapiro

Design Firm: Axiom Designs
Copywriting: Hanshaw Ink

Special Thanks: Heidi Adams, Donna Armentor, Shelley Ashitomi, Maggie Baquero, Gary Barth, Kurtis Buckmaster, Tony Cantale, Cherylynn Carter, Lori Chase, Cheryl Childers, Joyce Clement, Brian Dimick, Aimee Duell, Lara Flynn, Emily Franks, Peggy Gallagher, Gerry Gentile, Brian Hale, Phil Harrison, Kaz Hirai, Kerry Hopkins, Jeff Hutchinson, Grace Kao, Rick Lemoine, Lisa Lunger, Marie Macaspac, Scott MacGregor, Colin MacLean, Frank O'Malley, John McGonigle, Mike McKay, Kirsten Merit, Steve Miller, Joel Pambid, Quinn Pham, Brett Robinson, Rick Rooney, Maggie Silverman, Matt Small, Yvonne Smith, Jack Tretton, Michelle Vercelli, Marilyn Weyant, Fleishman-Hillard, TBWA/Chiat Day, Rapp-Collins, Poppe-Tyson.

SONY COMPUTER ENTERTAINMENT INC. (JAPAN)

Producers: Shuhei Yoshida, Masahito Shimizu,
Ryoichi Hasegawa, Junichi Kobayashi
Marketing Manager: Megumi Hosoya

SONY COMPUTER ENTERTAINMENT EUROPE

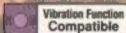
Producer	David Bowry
Senior Producer	John Roberts
Marketing Product Manager	Kenny Mathers
Public Relations Manager	Elizabeth Ashford
Manual Editor	Jim Sangster
Manual Designer	Steve O'Neill / Seven (Dawn Alligan-French)
Manual Approval	Lee Travers, Stephen Griffiths
QA Manager	Geoff Rens
Head of Internal Testing	Steve Archer
Internal Testing Co-ordinator	Jim McCabe
Senior Lead Tester	David Burke
Assistant Lead Tester	Andy Macoy
Localisation Co-ordinator	Ed Valiente
Internal Development Testers	Dominic Berzins, Richard Bunn, John Cassidy, John Corcoran, Ian Cunliffe, Matt Ekins, Anthony Gill, Phil Green, Kevin Mason, Ian McEvoy, Carl McKane, Dee Norfolk
Localisation Testers	Ana Maria Juarez-Ordóñez, Christa Leonards, Andrea Masneri, Susana Olga Paredes-Alcaraz, Claudia Schultdt, Elodie Hummel, Benjamin Le-Normand, Daniel Ruiz-Diaz, Miguel Sanchez
Testers	Tim Adams, David Baker, Dave Bennet, Mike Bygraves, Matt Chainey, Mark Christy, John Conway, Patrick Cowan, Lorna Croasdale, Paul Deluce, Neil Dudley, Paul Essue, Paul Evison, Glenn Flaherty, Peter Gawthorne, Nick Gosney, Carl Guinney, Tom Holmes, Neil James, Gary Jones, Mark Le Breton, Miranda Latham, Colin Maddock, Terry Matthews, Paul McCartan, John McLaughlin, Dave McMahon, Neil Morse, Matt Ng, Mark Pittam, Brian Power, Russell Power, Pete Riley, Miles Rotherham, Andy Sim, Neil Smith, Jay Stewart, Matt Wilson, Mark Young
QA Administration	Janine Bradbury, Paul Jones

Analog Controller (DUAL SHOCK™)



Feel the awesome vibrations
of the Analog Controller
(DUAL SHOCK) in Crash
Bandicoot's latest adventure.
It works perfectly with his
motorbike...
And the Jet-Ski...
And the Bi-Plane...

Oh, and it's tiger-
compatible too!



DUAL SHOCK

www.playstation-europe.com/crash3

Crash Bandicoot 3: WARPED™ & © 1998 Universal Interactive Studios, Inc.
All rights reserved. www.universalstudios.com
Source Code © 1996, 1997, 1998 Naughty Dog, Inc. All rights reserved.

*DUAL SHOCK™ is a trademark of Sony Computer Entertainment Inc.

• "PS" and "PlayStation" are registered trademarks of
Sony Computer Entertainment Inc.

• "a" is a trademark of Sony Corporation.



UNIVERSAL
INTERACTIVE STUDIOS
www.universalstudios.com

NAUGHTY DOG

SCES-01420
71171975825